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CLAIMS:

1. A kernel emulator for non-native program modules, the emulator comprising:

an interceptor configured to intercept kernel calls from non-native program modules;

a call-converter configured to convert non-native kernel calls intercepted by the interceptor into native kernel calls.

- 2. An emulator as recited in claim 1, wherein the call-converter comprises a translator configured to translate a non-native paradigm for passing parameters into a native paradigm for passing parameters.
- 3. An emulator as recited in claim 1, wherein the call-converter comprises a translator configured to translate non-native CPU instructions into native CPU instructions.
- 4. An emulator as recited in claim 1, wherein the call-converter comprises a translator configured to translate addresses from non-native length into native length.
- 5. An emulator as recited in claim 1, wherein the call-converter comprises an argument-converter configured to convert non-native argument format into native argument format.



6. An emulator as recited in claim 1, wherein the call-converter comprises a translator configured to translate words from non-native word size into native word size.

- 7. An emulator as recited in claim 1 further comprising a memory constrainer configured to limit addressable memory to a range addressable by non-native program modules.
- **8.** An emulator as recited in claim 1 further comprising a shared-memory manager configured to manage memory space that is accessible to both native and non-native program modules.
- 9. An emulator as recited in claim 1 further comprising a shared-memory manager configured to synchronize a native shared data structure with a non-native shared data structure.
- 10. An emulator as recited in claim 1 further comprising a shared-memory manager configured to manage memory space that is accessible to both native and non-native program modules, wherein the shared-memory manager maps versions of process shared data structures (SDSs) and versions of thread shared data structures (SDSs) between native and non-native program modules.
 - 11. An operating system on a computer-readable medium, comprising: a native kernel configured to receive calls from native program modules;



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a kernel emulator as recited in claim 1 configured to receive calls from nonnative program modules.

- 12. An operating system on a computer-readable medium, comprising: a native kernel configured to receive calls from native APIs; a kernel emulator as recited in claim 1 configured to receive calls from nonnative APIs.
- 13. A method of emulating a kernel for non-native program modules. the method comprising:

intercepting kernel calls from non-native program modules; converting the intercepted non-native kernel calls into native kernel calls.

- 14. A method as recited in claim 13, wherein the converting step comprises translating a non-native paradigm for passing parameters into a native paradigm for passing parameters.
- 15. A method as recited in claim 13, wherein the converting step comprises translating non-native CPU instructions into native CPU instructions.
- 16. A method as recited in claim 13, wherein the converting step comprises translating addresses from non-native length into native length.



- 17. A method as recited in claim 13, wherein the converting step comprises translating words from non-native word size into native word size.
- 18. A method as recited in claim 13 further comprising limiting addressable memory to a range addressable by non-native program modules.
- 19. A method as recited in claim 13 further comprising synchronizing a native shared data structure with a non-native shared data structure.
- 20. A method as recited in claim 13 further comprising mapping versions of process shared data structures (SDSs) between native and non-native program modules.
- 21. A method as recited in claim 19, wherein a process SDS of a native program module includes a pointer to a process SDS of a non-native program module.
- 22. A method as recited in claim 19, wherein a process SDS of a non-native program module includes a pointer to a process SDS of a native program module.
- 23. A method as recited in claim 13 further comprising mapping versions of thread shared data structures (SDSs) data structure between native and non-native program modules.



24. A method as recited in claim 22, wherein a thread SDS of a native program module includes a pointer to a thread SDS of a non-native program module.

- 25. A method as recited in claim 22, wherein a thread SDS of a non-native program module includes a pointer to a thread SDS of a native program module.
- 26. A computer comprising one or more computer-readable media having computer-executable instructions that, when executed by the computer, perform the method as recited in claim 13.
- 27. A computer-readable medium having computer-executable instructions that, when executed by a computer, performs the method as recited in claim 13.
- 28. An operating system embodied on a computer-readable medium having computer-executable instructions that, when executed by a computer, performs the method as recited in claim 13.



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A method comprising: 29.

determining whether an initiating program module is a native or non-native; if the initiating program is non-native:

limiting available memory to a range that is addressable by the nonnative program module;

establishing non-native a version of a shared memory data structure that may be synchronized with a native version of the same shared memory data structure.

- A method as recited in claim 29 further comprising: 30. intercepting kernel calls from the non-native program module; converting the intercepted non-native kernel calls into native kernel calls.
- A method as recited in claim 29 further comprising emulating a non-31. native kernel for which kernel calls from the non-native program module are intended.



32.	A	computer	comprising	one or	more c	computer-readab	le media		
having com	outer	-executabl	e instructio	ns that, w	hen ex	ecuted by the c	omputer		
perform the method as recited in claim 29.									
33.	A	compute	r-readable	medium	havir	ng computer-e	xecutable		

- 33. A computer-readable medium having computer-executable instructions that, when executed by a computer, performs the method as recited in claim 29.
- **34.** A method comprising emulating a non-native kernel for a native computing platform so that kernel calls from non-native applications are translated into calls to a native kernel.
- 35. A method as recited in claim 34, wherein the emulating step comprises:

translating non-native CPU instructions into native CPU instructions; translating addresses from non-native length into native length;

limiting addressable memory to a range addressable by non-native program modules.

36. A method as recited in claim 35, wherein the emulating step further comprises translating a non-native paradigm for passing parameters into a native paradigm for passing parameters.



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- A method as recited in claim 34, wherein the converting step further 37. comprises translating words from non-native word size into native word size.
- A computer comprising one or more computer-readable media 38. having computer-executable instructions that, when executed by the computer, perform the method as recited in claim 34.
- having computer-executable medium computer-readable 39. Α instructions that, when executed by a computer, performs the method as recited in claim 34.
- A kernel emulator configured to emulate a non-native kernel for a 40. native computing platform so that kernel calls from non-native applications are translated into calls to a native kernel.
- An emulator as recited in claim 40, wherein the emulator comprises: 41. instruction-translator configured to translate non-native CPU instructions into native CPU instructions;

an address-translator configured to translate addresses from non-native length into native length;

an memory constrainer configured to limit addressable memory to a range addressable by non-native program modules.



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43. A kernel emulator for non-native program modules, the emulator comprising:

target-platform determiner configured to determine a target platform of a non-native program module, wherein the target-platform determiner comprises:

an instruction-type detector configured to determine the type of nonnative instructions that the non-native program module employs;

a translator selector configured to select a translator capable of translating the non-native instructions determined by the instruction-type detector into native instructions; and

at least one translator, which may be selected by the selector, configured to translate non-native instructions of the non-native program module into native instructions;

a target-platform simulator configured to simulate the selected target platform so that calls kernel calls from non-native program modules are converted into native kernel calls.

44. An operating system on a computer-readable medium, comprising:
a native kernel configured to receive calls from native program modules;
a kernel emulator as recited in claim 43 configured to receive calls from non-native program modules.



45. A kernel emulator for non-native program modules, the emulator comprising:

an interceptor configured to intercept kernel calls from non-native program modules;

a call-converter configured to convert non-native kernel calls intercepted by the interceptor into native kernel calls, wherein the call-converter comprises:

an instruction-translator configured to translate non-native CPU instructions into native CPU instructions;

an address-translator configured to translate addresses from non-native length into native length.

46. An operating system on a computer-readable medium, comprising: a native kernel configured to receive calls from native program modules; a kernel emulator as recited in claim 45 configured to receive calls from non-native program modules.

